

COMPUTERIZED
ELECTRONIC PINBALL GAME

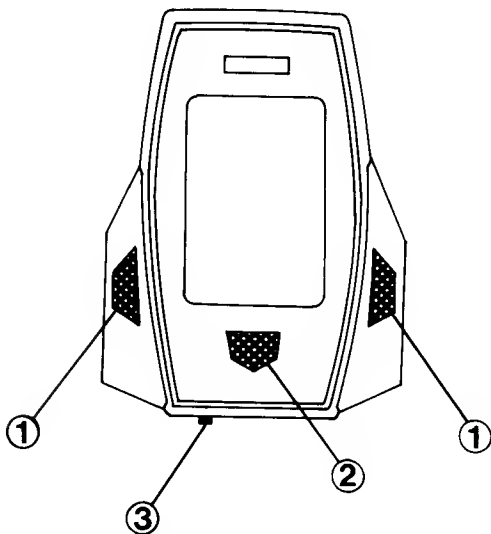
SPACESHIP PINBALL



TOYTRONIC TOYTRONIC

INTRODUCTION

Now there's a computerized pinball machine you can carry in your pocket wherever you go. Just like a regular pinball game, the object is to score as many points as you can using the computer's 5 'balls' with the help of 2 'flipper' buttons.



CONTROLS

1. BALL BUTTON

This button fires the 'ball' up into the playing area.

2. FLIPPER BUTTONS

There are two flipper buttons used to knock the 'ball' back into the playing area.

They are also used at the beginning of the game to set the 'skill' level.

Left flipper and right flipper correspond to player No. 1 and player No. 2 respectively.

3. ON/OFF and RESET SWITCH

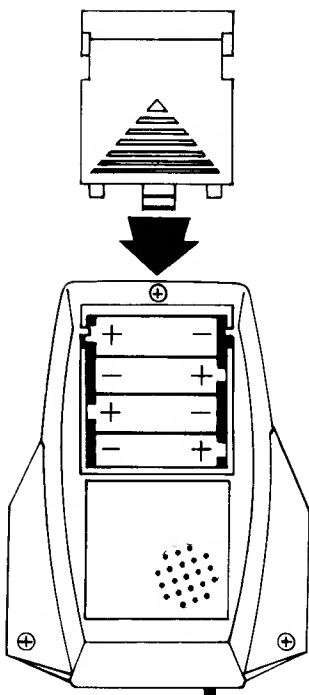
This switch controls power and resets game. Be sure to turn game off after playing to conserve your batteries.

BATTERIES

If the lights in the digital readout appear to malfunction, replace your present batteries with new ones, as this is the first sign of battery wear. To change batteries, slide the protective panel in the direction indicated by the arrow.

While installing the new batteries it is important to observe the polarity diagram shown inside the compartment.

Always use 4 'AA' penlight batteries.



HOW TO PLAY THE GAME

1. Slide power switch to ON. The display will read 0 – 0.
2. Next, select the skill level for Player 1 by depressing the left flipper button until the desired level appears on the left of the readout. (ie 2-0, 3-0, 6-0 etc.)

When there are two players competing against each other, set the skill level for Player 2 by depressing the right flipper button until the desired level appears on the right of the readout. (ie 2-2, 3-3, 6-6 etc.)

When only one person is playing leave the right digit set at 0.

3. Now press the BALL button and release. The display will show 1-1 indicating first player, first ball.
4. Press the BALL button again and the BALL will now shoot up into the playing area.
5. Manipulate the FLIPPERS to keep the BALL in play for as long as possible.
If you hold the FLIPPERS 'up' they will switch off after a couple of seconds to make the game more challenging for you.
In a 2-player situation when PLAYER No. 1 loses his ball the display will read 2-1 indicating second player, first ball. Both players will play a ball at a time until each has used 5 balls.

When the game is through, the display will read both scores alternatively.

A flashing 1 — is followed by the first player's score, then a 2 — is followed by the second player's score. This will continue until you reset the game by sliding the power switch to OFF/RESET.

TOYTRONIC™

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